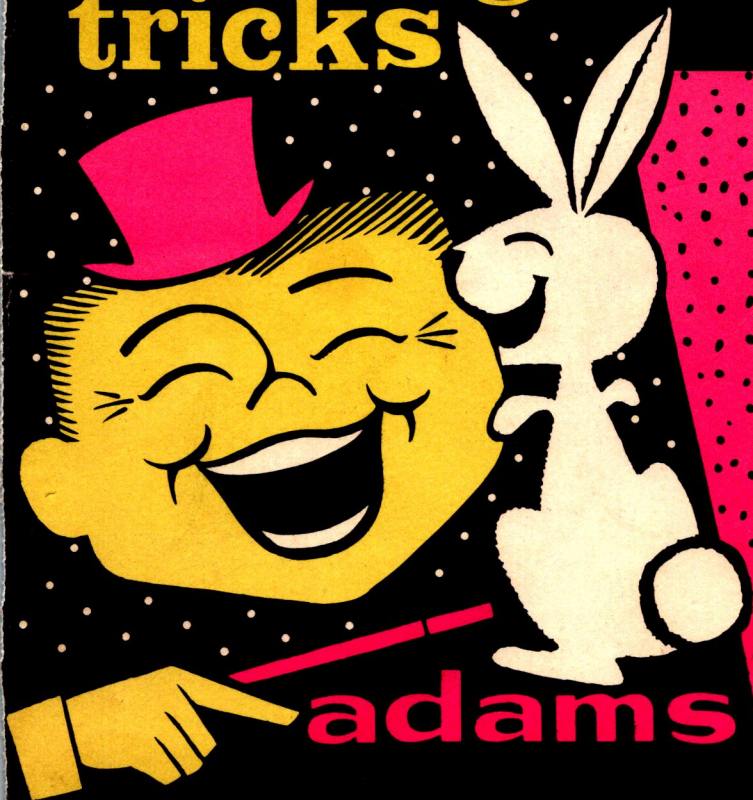


101 magic tricks



adams

FOREWORD

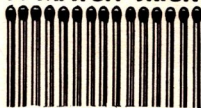
The various tricks, puzzles, games and gags contained in this booklet are the cream of many hundreds that were considered. They were selected not only because the effects were good, but also because of their simplicity. The required equipment such as coins, matches, a pack of playing cards, etc. are articles that can be found in almost any home.

While it is true that any trick in this booklet can be read and learned in but a few moments, it is a good idea to do a trick privately once or twice before attempting to perform it in public. This will give you confidence—and confidence is every magician's greatest asset.

If at times you mess up a trick, as even the best of us do now and then, do not feel embarrassed or become self-conscious. Laugh it off. Make a joke of it. Say something like this: "Some day I'm going to do this trick right and when I do, it won't be a trick—it will be a miracle." Then go ahead and show another trick.

An important thing to remember is that the success of a trick depends upon the way in which it is presented. Often the simplest trick, with the proper presentation, can be made to look like a masterpiece. So learn to present a trick in a very pleasing manner and you will find the reason why Magic is truly the world's most fascinating hobby.

A MATCH TRICK



Lay 15 matches in a row, side by side. One player takes one end and the other player takes the other end. Taking turns, they remove from their respective ends as many matches as they please, not exceeding three. The object is to avoid being the player to remove the last match. **SECRET:** The player who removes the 10th match will win. Try it and see for yourself.

SIX PENNY TRICK



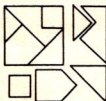
Arrange six pennies in the form of a cross. They total four one way and three the other way. The problem is to re-arrange the pennies so that they will total *Four Both Ways*. *Soultion:* Remove the penny at the bottom of the cross and place it ON TOP of the penny in the middle of the cross. Ketch on?

HOW MANY E's



Ask someone to count how many E's in all the words on the back of a Camel cigarette package starting with the first word "Don't" and ending with the last word "them." You will be surprised at the number of different answers you will receive. Count them yourself.

THE CRAZY SQUARE



Draw the above square on a piece of cardboard, but on a larger scale. Now cut it up into five pieces and ask your

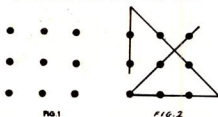
friends to properly assemble them into a perfect square. This is quite a difficult puzzle, as your friends will find out when they try to solve it.

MAGIC RING



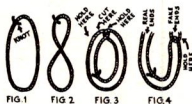
Effect: Performer's wrists are tied securely with a length of string. He is now given a metal ring about four inches in diameter and in two seconds the ring appears on the string. *Secret:* A duplicate ring is used. The second ring is on the performer's wrist, hidden under the coat sleeve. When handed the original ring he turns his back for a second, puts this ring into his inside coat pocket and lets the ring on his wrist slip off onto the string.

DOTS AND LINES



Make nine dots as in Fig. 1 and then ask your friends to draw four continuous straight lines which will pass through all nine dots. *Solution:* Fig 2.

CUT STRING RESTORED



Here is a simple and highly effective trick which is quite mystifying when you do not know the secret.

Effect: A borrowed piece of string is knotted. It is now doubled and cut. The four ends are visible. The string is then restored to one piece and handed out for examination.

Secret: When you double the string, give it a half twist as in Fig. 2 so that after it is doubled it forms two interlocking loops as in Fig. 3.

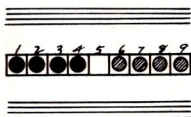
You hold your thumb and forefinger over the loops so that they are concealed.

Now invite some one to cut the string about one-half inch from the loop. Four ends will now be visible. However, only two ends are real, the other two being fake ends.

Put the fake ends in your mouth and work the small piece off with your teeth.

Now hand the restored (?) string out for examination. At the first opportunity get rid of the fake piece in your mouth.

DIMES TO PENNIES

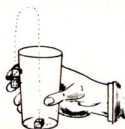


Copy the above on a piece of paper, but on a larger scale. Place four pennies and four dimes in the squares as indicated. The problem is to transpose the coins so that the pennies shall be in the right and the dimes in the left hand spaces, in accordance with the following rules:

1. Each coin can be moved only one space at a time. 2. If a coin is divided from a vacant square by a single coin of another denomination, it may jump over it into that square. 3. Coins may be moved in a forward direction only, that is, dimes to the left, pennies to the right. A move once made cannot be retraced.

Solution. 6 to 5; 4 to 6; 3 to 4; 5 to 3; 7 to 5; 8 to 7; 6 to 8; 4 to 6; 2 to 4; 1 to 2; 3 to 1; 5 to 3; 7 to 5; 9 to 7; 8 to 9; 6 to 8; 4 to 6; 2 to 4; 3 to 2; 5 to 3; 7 to 5; 6 to 7; 4 to 6; 5 to 4. Solved.

A DICE TRICK



Place your hand around a glass and hold a die with your third finger. Place another die on top of the first one. The trick is to drop the dice, one at a time, into the glass. The

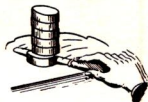
first one is easy. But when you try to get the second one in, the first one jumps out. *Secret*: Don't try to get the second one in as you did the first one. It can't be done. Drop the hand holding the glass QUICKLY and let the second dice fall into the glass as it comes down.

FAMOUS T PUZZLE



Draw the letter "T" twice the size as in Fig. 1 and then cut it into four pieces as in Fig. 2. Ask your friends to make the letter T with the pieces—and watch them sweat. This trick puzzle is not easy to solve.

STACKED CHECKERS



Place six checkers one on top of another. Lay a ruler flat on the table and with a quick motion strike the bottom checker. The others will not become disarranged. You can continue this until there is only one checker left.

REVERSED CARD LOCATION

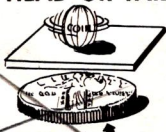


Here is another of these effective card tricks that can be performed with any ordinary deck of cards. The effect is always surprising because the Spectator THINKS he does the trick himself.

Effect: Spectator looks at a card, then places the deck behind his back. He now reverses one card and places it anywhere he pleases into the deck and by sheer luck (?) places the reversed card on top of the card he looked at. Which would be truly remarkable—if it were done by LUCK.

edge will stick to the door when you press. Challenge your friends to do it. When they wish to try it hand them a different dime.

HEAD OR TAIL



Tell your friend to spin a quarter on a table while your back is turned and you will tell whether it falls head or tail ten times out of ten. *Secret:* make a notch on edge of coin near the head side, at an angle with a knife or file. Now spin the coin on a hard surface, such as a table and listen to the 'ring' as the coin stops. You will notice if you listen carefully that the ringing sound is longer when it settles head up than when it settles tail up.

CHECKERBOARD PUZZLE



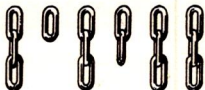
The problem is to place eight checkers on a checker board so that no two checkers will be on a line either horizontally, vertically or diagonally. Use both black and red squares. *Solution:* Place checkers on numbers 5-15-18-30-35-41-56-60.

IT CAN'T BE DONE



Bet a friend that you can place him in such a position that he will be unable to lift his left foot from the floor altho the foot is free. Stand him against a wall with his right cheek touching the wall and the side of his right foot also touching the wall. Now tell him to try to lift his left foot. Try it yourself.

THE BROKEN CHAIN



A chain broke into six parts. A jeweler wants five cents to break a link and five cents to solder a link. What would be the most economical way to put the chain together?
Solution: Break the single link and the double link and use these to connect the other sections.

BREAD ON THREAD



Two small cubes of bread are placed into the mouth. Now a piece of sewing thread is also placed into the mouth. The two cubes of bread are removed from the mouth threaded.

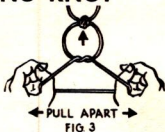
Secret: Performer has two similar pieces of bread threaded and secreted in his mouth. The two pieces that were placed in the mouth are swallowed and the threaded pieces are pulled out.

A BOTTLE AND A CORK



Nine out of ten trip up on this one. A bottle and a cork cost \$1.10. The bottle costs one dollar more than the cork. How much does each cost? Ans: Bottle, \$1.05—Cork, five cents.

THE DISAPPEARING KNOT



This clever string trick has puzzled some keen minds. Tie a small loop knot in a piece of string, but do not pull it tight.

See Fig. 1. Next tie the ends into several knots. See Fig. 2. The idea is to remove the small loop knot without untying the knots. Unless your friend knows the secret it will drive him wacky.

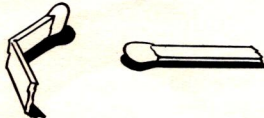
Secret: Place the string behind your back. Insert thumbs inside the small loop knot, then pull apart. See Fig. 3. This will cause the small loop knot to slide along the string and join the other knots of the string where it cannot be detected.

HOW DO THEY DO IT?



Six men and two boys wanted to cross a river. The small boat they had could only hold one man or two boys. How did they all get across? *Answer:* First the two boys cross. One brings back the boat. Now a man crosses and the other boy brings back the boat. They are now in a position to repeat the process until they are all across.

MATCH FALLS ON EDGE



Hold an ordinary book match about two feet above a table and let it drop. It will invariably fall on its side. Challenge anyone to make it fall on its EDGE.

Secret: Bend the match in half, let it drop from a height of two feet and it will fall on its edge.

IT COMES OUT



Lay a bottle on its side and in the neck place a cork which is a little too small for the bottle. Now invite your friends to blow the cork into the bottle. They will find that instead

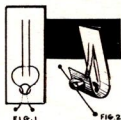
of going in, the cork will come out. Now take a soda straw, place it at the center of the cork and blow steadily and the cork will go in.

MATCH BOX MAGIC



Take an ordinary match box and glue about a dozen matches to the bottom of the inner drawer. Now you can show the match box either "full" or empty. Place a handful of matches in your pocket. Show the box "full," then close it and secretly turn it over in your hand. Now show the box empty and produce the matches from your pocket. Label both sides of the match box alike.

ANOTHER GOOD PUZZLE



Cut a piece of oilcloth or soft leather as above. Make two long slits and a hole underneath. Now pass a piece of string thru the slits and hole and attach two large buttons or beads to the string—too large to fit thru the hole. The problem is to remove the string and buttons.

Solution: Draw the narrow center strip thru the hole and buttons and string come off.

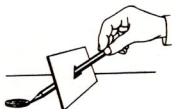
TRY THIS ONE



Performer places a dime or a penny on the table. He now lays his flat palm on the coin, quickly raises his hand and closes his fist. The coin is in his fist. *Secret:* This is not so easy if you don't know how. Place your hand on the coin so that the ball of the hand at the end of the third finger rests

on the coin. Now press down hard and quickly lift your hand and close it. The coin will be in your fist.

QUARTER THRU THE HOLE



Cut a heavy piece of cardboard into an oblong shape as above. Now cut out a triangular hole in the center, just large enough for a dime to pass thru the hole. Now bet a friend you can push a quarter thru the hole. First let him try it and he will say it is impossible. *Secret*: Lay the quarter down on the table. Now take a pencil, put it thru the hole in the card and *push* the quarter with the pencil.

YOU CAN'T FAIL



Have your friend roll three dice while your back is turned and have him total the three numbers that come up. Now tell him to turn over any one of the dice and add the bottom number. Now have him throw the same one he turned over and add whatever number comes up. You turn around and name the total. *Secret*: Add 7 to the total you see on the table.

RISEING COIN



Take a piece of black thread or a length of human black hair about eight inches long. On both ends place a small dab of beeswax. Press one end of the hair onto a button of your vest and press the other end against a coin. Drop the coin into a glass and then slowly draw the glass away from the

body and the coin will rise in the glass. Spectators cannot see the hair even at close range.

DRINK IT DOWN



Place a glass of water on a table and cover it with a hat. Now bet someone you can drink the water without touching the hat. *Secret:* Get under the table and make a sound with your mouth as if you are drinking water. Come up again and say, "Now see for yourself." When your friend picks up hat to look, you pick up the glass and drink the water. You drank the water and have not touched the hat.

A GOOD COIN TRICK



Place a dime and a quarter in a narrow tapered goblet as shown in the picture. The trick is to get the dime out of goblet without touching the goblet or the coins.

Method: Blow into the glass. The quarter will tilt. The air pressure will force the dime above the quarter and out of the glass.

COIN PUZZLE



Place eight coins in a row. The idea is to take a coin, jump over two coins and place it on top. Then take another coin, jump over two more and place it on top. The object is to finish up with four double coins like "Kings" in checkers. You must jump two each time. When a coin becomes a King it is counted as two coins. *Solution:* Move 5 to 2, 3 to 7, 8 to 6, 1 to 4.

Now, with the four fingers slide the cards from the top of the deck toward you, a few cards at a time, and say to spectator, "Tell me when to stop." When he says, "Stop" slide the cards that you pushed toward you completely off the deck *but at the same time press upward* with your thumb on the *bottom card* of the deck and secretly slide off the bottom card, too, so that the bottom card of the deck will now be the bottom card of the group you slid off the deck into your right hand. Then tell spectator to look at the bottom card of the group you slid off the deck. That will be the force card. Professional magicians use this force.

A CLEVER COIN TRICK



Turn your back. Tell a friend to sit on a chair and place both hands on his knees. Now he is to pick up a coin with either hand, gaze at it for a moment, place the coin on his knee and cover it with his hand. You turn around and tell him under which hand the coin is. *Secret:* The hand under which he holds the coin will be whiter than the other hand, the blood having left the hand while he was holding it up to gaze at the coin. The hand that was kept on the knee will be redder and the veins will stick out more.

FLOATING NEEDLE



Challenge your friends to make a needle float in a glass filled with water. *Solution:* Place a cigarette paper on the water. Lay the needle on the paper. The paper will sink and the needle will float.

MATCH LIGHTS IN MID-AIR

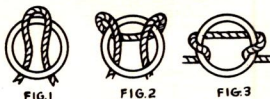
You throw a box of matches into the air and as it descends you strike a match on the box. When anyone else tries it they fail. *Secret:* Insert a flat heavy piece of metal in the bottom of the box and then fill it with matches. When they try it with

their own box they will fail. Catch the box before it drops, otherwise it will give you away. Have a duplicate match box in your pocket in case they want to try it with your box.

FREE SMOKES

Here is another good gag that should keep you supplied with free cigars. After you show a few tricks say, "Now I am going to show you a *Good* trick. Has anyone a cigar, please?" It stands to reason they will think you need it for the trick. When they hand it to you light it, smoke it, and then show them a *Good* trick, just as you promised.

RING ON STRING



Effect: A small ring is threaded on a string. Spectator holds ends of string. Performer covers ring with a handkerchief, under cover of which he removes the ring.

Secret: Two rings exactly alike are used. Have the duplicate ring concealed in your right hand before the trick begins. Now tell someone to place the string thru the ring and hold the ends.

Throw a handkerchief over ring and, under cover of handkerchief, you grasp the ring that is actually on the string with the left hand, covering it. Now take the duplicate ring, which has been concealed in right hand, and place on string as follows:

Tell spectator to give you plenty of slack. Pull the string thru duplicate ring (see Fig. 1). Now pass it over ring (Fig. 2) until it eventually assumes the appearance shown in Fig. 3. Now tell spectator to tighten up. This tension will keep duplicate ring from falling off.

Slide the handkerchief (under which is concealed the original ring) along the string toward spectator's hand. The spectator continues to hold the string. Now remove duplicate ring and hand it to spectator to examine.

When he lets go of the string in order to examine the ring, you slide the handkerchief off the string (taking the original ring with it) and casually place handkerchief in your pocket.

If you cannot get two rings alike use two ordinary washers.

A PENNY DISAPPEARS



A penny is placed under a handkerchief and held by a spectator. Performer takes hold of two corners of the hanky, spectator lets go and the penny vanishes.

Secret: Get a wide seamed handkerchief. Place a penny inside the seam, at one corner and sew the penny inside the seam. Show another penny and as you place it under the hanky give him the sewed-in penny to hold and retain the other penny in your hand. Drop the penny in your pocket. Take hold of handkerchief, tell spectator to let go and penny is gone.

SUGAR BURNS



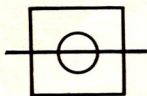
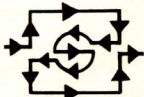
Challenge your friends to make a lump of sugar burn. When they try it and fail, show them how. Dip the lump into an ash tray containing cigarette ashes. Now it will burn.

MAGIC NUMBERS



Challenge your friends to make eight 8's total 1000. This is not easy if you don't know it. *Solution above.*

CAN YOU DRAW THIS



The problem is to draw the above figure without crossing a line, without retracing a line and without taking the pencil off the paper. *Solution:* follow the arrows.

FIND THE CARD

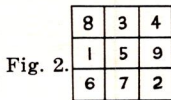
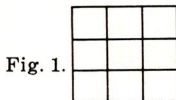
Have a person select a card. Now secretly place it back into the deck, reversed. Hand the deck to a member of the party with instructions to leave the room and find the chosen card. Say "Just pick out any card that looks different from the rest." They usually bring back the right card, to the amazement of the spectators. Try it again with another person. This time do not reverse the card. No matter what card is brought back, tell the audience to exclaim, "Yes, that's the one."

PENNY ON FOREHEAD



Press a penny hard against your forehead and by wringing your forehead you can make it drop off. Challenge your friends to do it. Press it hard against his forehead with your thumb. When you remove your hand the penny will stick to your thumb, but to your friend it feels as if it is still on his forehead. Then watch him make funny faces trying to get it off. You will have a hearty laugh.

CROSS--NUMBER PUZZLE



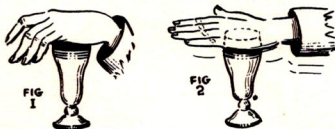
Here is a seemingly simple puzzle which is not quite as simple as it appears. Draw a form of nine squares as in Fig. 1 and ask your friends to fill it with numbers from 1 to 9, not using the same number twice, so that the numbers will total 15 when added vertically, horizontally and diagonally. Solution, Fig. 2.

A DIME WILL



On the back of a pack of *Camel* cigarettes is the word "cigarettes." Show the word and ask if they think a half dollar

FLOATING GLASS



Place a glass of water on the table and apply the palm of the hand squarely over the top. The fingers should be bent downward, at a right angle. Now stretch out your fingers so to give your palm its utmost tension, thus producing a partial vacuum beneath your hand. The glass of water will adhere to your hand.

WATER FROM A QUARTER



Soak a small wad of tissue paper in water and hide it behind your right ear. Now tell about the tight Scotchman who rubbed a quarter so hard he made the eagle cry. State that you can accomplish the same result with personal magnetism.

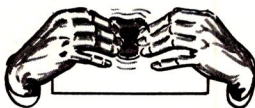
Bend your right hand so you can reach the wad of paper behind your ear. At the same time rub a quarter on your right elbow. Hide the wet paper behind the quarter. Tell the victim to hold out his hand; and squeeze a few drops of water on his hand. This always gets a laugh.

YOU CAN'T LOSE



Bet a friend that you can place a sheet of newspaper on the floor in such a manner that your toes will touch the paper and so will his, and yet he won't be able to touch you. Place the paper on the floor in a doorway, close the door, and tell him to try to touch you.

RUBBER HALF DOLLAR



Tell your friends you have a half-dollar made of rubber and proceed to prove it. Hold the coin as in the picture. Bring the fingers of both hands together until the tips touch. Then make the tips of your thumbs touch. Keep doing this ten or twelve times **FAST** and the coin will appear to bend as if made of rubber.

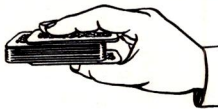
PIN AND HANDKERCHIEF



You can run a closed safety pin thru a handkerchief without tearing the hanky. There is a knack to it. You hold one corner and your friend holds another corner. Insert the pin about one-half inch from top of hanky and about two inches from the corner he is holding. Insert pin at an *Angle* like in the picture. Stretch hanky tight.

Hold pin at the tail with thumb and first finger and *Slowly* pull pin *Toward* you *At An Angle*. The pin will *Slide* along hanky without tearing. After you once get the idea, gradually increase the speed of pulling until you can do it in one fast motion. With a little practice you can run the pin up and back-toward you and away from you. When your friend tries it he will rip his hanky.

HOW TO FORCE A CARD



While shuffling the deck note the bottom card. Hold the deck in the palm of the left hand, face down. Place the four fingers of the right hand on top of the deck and the thumb underneath the deck.

will cover the entire word. Then ask if a quarter will cover it. A nickel? A penny? A dime? Nine times out of ten their judgment is wrong. Try it.

COUNTERFEIT TEN SPOT



Here is one that has stumped some pretty smart people. Try it on your friends and notice how many *wrong* answers you get. A man buys a pair of shoes for \$3.00 and hands the clerk a ten dollar bill. The clerk goes to the grocer to have it changed; he comes back and gives the man \$7.00.

Later the grocer comes in and says, "That was a counterfeit bill you gave". The clerk gives him a good bill. How much is the clerk out? *Answer*: Seven dollars and a pair of shoes. To prove it go through the transaction with real money.

RISING PENCIL



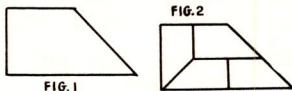
Stick a pin into the eraser of a pencil and then bend the pin as in the picture. Now lay the pencil flat on your palm and catch the point of the pin loosely in flesh near the thumb. Stiffen the hand and the pencil will rise.

A NOVEL EXPERIMENT



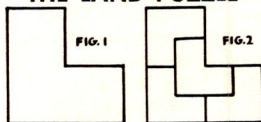
Place a piece of coarse, brown wrapping paper on your thigh and rub hard with your sleeve. Have the lights turned out. Now hold the prongs of a fork near the paper and it will make sparks with a snapping sound.

ANOTHER GOOD PUZZLE



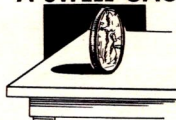
Draw Fig. 1 on a piece of paper. The problem is to divide it into four equal parts, each part to be the same size and shape. *Solution:* Fig. 2.

THE LAND PUZZLE



Try this at a party. Few solve it. Fig. 1 represents a plot of land. The problem is to divide it into four equal parts, each plot to be exactly the same size, same shape, same area. *Solution:* Fig. 2.

A SWELL GAG



Say to someone, "I will give you a quarter for every half dollar you stand on edge." When he finally does make a half dollar stand on edge, give him a quarter for the half dollar, as you promised.

TELEVISION MIRROR



Spectator shuffles a deck of cards and holds the deck at eye-level, faces toward him and concentrates on the bottom card. Performer states that by merely touching spectator's temples with his fingertips he will read his mind and name the card, although it is impossible for the performer to see the card, since the performer is standing directly in front of

spectator. *Secret:* Hold a small mirror about the size of a quarter in the palm of your hand. When you place your fingers to his temples the reflection of the card will show in the mirror.

HOW TO FORCE THE NO. 9



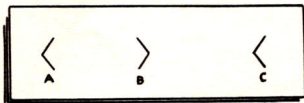
Tell someone to take three different numbers, reverse them, and to subtract the small set of figures from the larger. The middle figure will always be 9. Sometimes the answer will come out in two figures. In that case the answer will always be 99. Tell them to take either figure.

A FAMOUS BRAIN TEASER

SECURA

Ask a group of people to make a common, ordinary word, using all the above letters—and watch the fun. There is only one possible word and few people think of it. *Answer:* Saucer.

OPTICAL ILLUSION



Which distance is greater A-B or B-C? They are both the same. Measure it.

ANOTHER GOOD GAG



Here is a gag that is guaranteed to give you a good laugh. If at some time you find it necessary to introduce two people

who have never met before, take one aside and say to him, "Mr. Blank to whom I am going to introduce you is almost completely deaf and he is very sensitive about it. When you speak to him you will have to shout, otherwise he won't hear a word you say." Now take the other party aside and tell him the same story. Then introduce them and watch the fun.

ANOTHER COIN TRICK



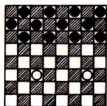
FIG. 1



FIG. 2

Draw 10 squares as in Fig. 1. Now place four dimes and four pennies in square 1 to 8 alternating the coins. The problem is to move two coins at a time and get them as in Fig. 2 in four moves. *Solution:* Move 2 and 3 to 9 and 10. Move 5 and 6 to 2 and 3. Move 8 and 9 to 5 and 6. Move 1 and 2 to 8 and 9.

A TRICK WITH CHECKERS



Tell your friend that you will give him twelve checkers (arranged as when starting a game of checkers) and you will only take two checkers, and bet him you will stop him from getting a king. Many a good checker player has been taken in by the clever ruse. Let him jump your two men. The game is now over and he hasn't got a king. He wins the game but you win the bet.

A CLEVER CARD TRICK



Arrange eight cards, top to bottom, face down, as follows: Deuce, Ace, Ace, Deuce, Ace, Ace, Deuce, Deuce. Now place the top card on the bottom and the next card face up on the table.

Continue placing one on the bottom and the next one face up on the table. The cards will come out alternating, Ace, Deuce, Ace, Deuce, etc. Challenge your friends to do it.

TRANSPOSITION

D	O	G
C	A	T

D	O	G
D	O	T
C	O	T
C	A	T

Change dog to cat in three moves by changing one letter at each move.

A PUZZLER



An auto traveled one mile at the rate of 30 miles an hour. How fast would it have to travel another mile in order to average 60 miles an hour for the two miles? The usual answer is— it is impossible. In order to average 60 miles an hour it has to travel two miles in two minutes. The two minutes were used up when the car finished the first mile.

THINK A MOMENT



An amoeba, which is the lowest form of animal life, splits into two parts and doubles itself every minute. If one amoeba was placed into a quart bottle and it took one hour and 17 minutes to fill half the bottle, how long would it take to completely fill the bottle? You don't need any pencil and paper if you will just *Think*. *Answer*: One hour and 18 minutes.

OH YEAH?

Put this question (with a serious face) to a group of people and listen to the discussion. You will be amused.

Question: According to English common law, is it legal for a man to marry his widow's sister? You will be surprised how many intelligent people say, "Yes," and even give reasons.

MATCH--IC

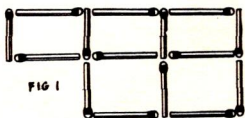


FIG 1

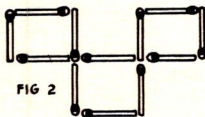


FIG 2

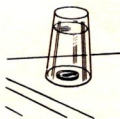
Arrange 15 matches as in Fig. 1. The problem is to remove 3 matches and have 3 squares left. *Solution:* Fig. 2.

THEY'RE ALL WET



State you are going to perform a masterpiece. Place a small flat dish, with water in it, on the table. Now place a human hair in the water. Light a match and state you will make the hair stand on end in the water. Have the spectators place their heads close to the dish to witness this miracle. When their interest is intense, smack the water in the dish with the open palm of your hand. The water will splash into their faces from every direction. They will remember this trick. It might be a good idea to start running immediately after the performance.

A TIP



Here is a good gag to pull on a waiter. Next time you eat in a restaurant where there is no tablecloth, place a tip

in a glass of water. Now place the menu over the glass, turn the glass over and lay it on the table. Then pull out the paper and watch the waiter's face when he not only tries to figure out how you did it, but how he is going to get the tip without spilling the water all over the table.

ODDS AND EVENS



This trick will fool them, but never repeat it before the same audience. *The Effect*: Magician hands cards from an ordinary deck to spectator saying, "I am going to hand you cards, two at a time, and I want you to make two even piles. Then I will hand one card and you make whichever pile you wish—odd."

When this is done, magician says, "Pick up the odd pile and hand me two cards at a time, but you keep the odd card." Spectator finds to his astonishment that the pile he thought was odd is *Even* and pile he though was even is *Odd*.

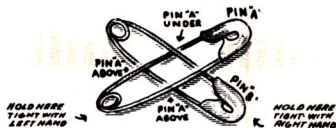
Secret: When you hand cards to the spectator, hand him *Nine* sets of two's, then hand him *One* card. Now the pile that he thinks he is making odd is really *Even* (ten cards are in that pile). It is the other pile that is odd (nine cards).

THIS IS GOOD



Arrange five matches as shown in the picture. The problem is to take away *Three* matches and put back *Two* matches and still have exactly the *Same Design*. Sounds impossible, doesn't it? Try it on your friends. You will have a lot of fun. *Solution*: Take away the three bottom matches by pushing them away from the other two, but retain the triangular design. Now you have two matches left. Very well. Put back the two matches and you have the same design.

THE MAGIC PINS



Two safety pins locked one inside the other can be separated without opening the pins. The secret of this cute trick is in knowing how to put the pins together. Follow the picture—hold *Tight*—pull your hands apart *Quickly* and the pins will separate without opening.

WOULD YOU BELIEVE IT



A man can be lifted with five fingers. Here's how. One person places a finger under his shoe. Another person places a finger under his other shoe. A third person places a finger under his elbow. A fourth person places a finger under his other elbow. A fifth person places a finger under his chin. Now all lift at once and he can be raised at least two feet off the floor with ease. Try it.

PAPER CIRCLES



Cut three strips of newspaper about two inches wide and a yard long. Paste the ends of one strip together to form a ring as in Fig. 1. Give the second strip a half twist before pasting the ends together, Fig. 2. Give the third strip a complete twist, then paste, Fig. 3.

Now cut down the center of the three rings with a scissor and Fig. 1 will give you two rings of equal size. Fig. 2 will give you one large ring, double size. Fig. 3 will give you two rings interlinked.

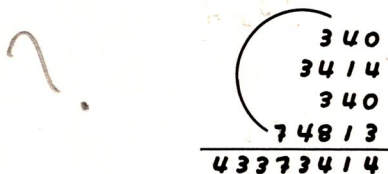
HOW TO GET FREE CIGARS

Walk up to a cigar counter and count the number of cigars in the top row of one of the boxes. Let us assume there are seven. Say to your friend, "How many cigars are there in the top row?" He will say seven, of course. You say, "I say there are *Eight*." He will insist there are seven. They say, "If I'm wrong will you buy me a cigar?" When he agrees, you say, "I'm *Wrong!* Buy me a cigar." Try it and you will be surprised how many times you catch them off guard with this one.

NUMBER ON A MATCH

Performer writes a number on a piece of paper, then burns the paper and the number appears on the head of the match. *Secret:* Before you perform the trick, secretly write a number on the head of an ordinary book match with a sharp-pointed pencil. When ready to perform, write the same number on a piece of paper and burn the paper with the prepared match. Let the match burn as long as you can, until the head becomes a grayish color and the number will show up on the head.

YOU CAN PROVE IT


$$\begin{array}{r} 340 \\ 3414 \\ 340 \\ \hline 74813 \\ \hline 43373414 \end{array}$$

Write the above figures and ask your friends, if the addition is correct. When they say it is wrong, turn it upside down and prove it is correct.

MAGIC WAND

A wand placed on a table with three-quarters of its length protruding will balance. If they say the end is weighted, then do it with the other end. Roll up a piece of cardboard into

a one inch tube about 15 inches long. Plug one end. Pour some sand into tube, then plug other end.

51 CENT TRICK



Say, "A man has two coins in his hand which total 51 cents, but one of the coins is *Not* a penny. What coins has he? *Answer:* A 50 cent piece and a penny. But one of the coins is not a penny, they will argue. Certainly! The *Other* coin is a penny.

BENDING PENCIL



Hold a pencil loosely about an inch from one end with thumb and first finger. Move the pencil quickly up and down and the pencil will appear to bend as if it were made of rubber.

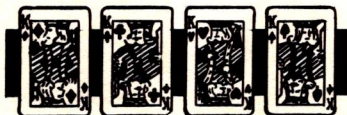
TAP---IT

TAP THE NUMBER			
9	2	8	6
7	12	3	10
1	4	11	5

The Effect: A person is told to *Think* of any number he sees on the paper. Beginning with one number above the number he is thinking of, he is to start counting [mentally] as the magician taps on the number with a pencil—one count for each tap. He is to say, "*Stop*," when his mental counting reaches twenty. On the count of twenty, the magician's pencil is tapping the number the person chose.

The Method: Make seven taps at random. The eighth tap must hit the number twelve. The next tap, eleven,—then ten, nine, eight, etc. When he says "Stop," you will be tapping his number.

A CARD MYSTERY



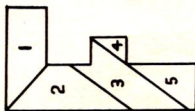
Place four kings on a table, side by side, face up. Tell a spectator to turn one card around while your back is turned. You immediately tell which card was turned. *Secret:* On all picture cards the white margin is slightly narrower on one end. Place the cards with the narrow margins all the same way. When they turn a card, look for the wide margin.

TELEPHONE GAG



State that you are going to perform one of the greatest feats of magic ever conceived. Spread a deck of cards out on a table and invite someone to think of any card in the deck. Now tell this person to pick up the telephone book and call any number listed in the book and the person he calls will name the mentally selected card. When he calls a stranger who hasn't the slightest idea of what it is all about, listen to the conversation and you will have a good laugh.

THE F PUZZLE



Draw the letter "F" on a piece of cardboard, but on a larger scale. Cut it up into five pieces as shown in the picture. Challenge your friends to assemble the pieces into the letter "F". This one is quite difficult.

TORN AND RESTORED CIGARETTE PAPER



Effect: A cigarette paper is torn into many pieces and visibly restored to one piece.

Procedure: This trick has fooled some of the finest magicians. Secretly roll up a cigarette paper into a tight ball and conceal it between the first and second fingers of the right hand, close to the finger tips. It is so tiny it cannot be seen.

Now exhibit another cigarette paper and tear it in half. Place the two pieces together. Now comes the important move that fools them. Before you tear it into quarters, hold the thumb and first finger of the left hand together and wet your finger tips on your tongue.

Tear it into eighths and wet your fingers again. Every time you make a tear, wet your fingers. When the pieces are too small to tear, roll them up into a tight ball. Keep wetting your fingers. Finally *Put the Ball* in your mouth and at the same instant exhibit the ball concealed between your fingers. Open up the ball and show the paper restored.

The fact that you continually 'wet your fingers throws them completely off guard. Try it. It's a swell trick.

FIG. 1

SOLID THROUGH SOLID

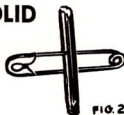


FIG. 2

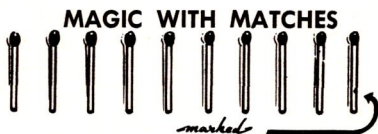
To make a match pass through a safety pin. Use a large match. Cut off the head. Stick the point of the pin through the center of the match. Now flip the end of the match with the first finger and the match will appear to pass through the pin. The illusion is perfect.

ANOTHER HONEY



Draw the above figure (much larger than the picture) on a piece of paper. Take seven pennies. Place a penny at any point and move it along a straight line to an opposite point and

let it stay there. The object is to place seven pennies on seven points in this manner. Once a penny comes to rest at a point it must stay there. You may only start from a vacant point. You may not start from a point on which a penny is resting. *Solution:* Start at any point and move the penny to an opposite point, but *Remember Where You Started*. Now start the second penny at a point so that the penny comes to rest at the point where you started the first penny. Start the third penny at a point so that it comes to rest at the point where you started the second penny, etc. In other words, you work backwards.



Lay ten safety matches on a table in a row. While doing so note one match with some distinguishing mark on it. It may be lighter or darker than the others or some slight mark on it by which you can tell it from the others—or you can make a nick in one match with your fingernail. The marked match is placed at the right end of the row.

Ask a friend to move as many matches as he wishes, one by one (while your back is turned) from the left end of the row to the right end, and state you will try to guess how many he moved.

Simply note how many matches there are to the right of the marked match. This number will give you the total number he moved.

To repeat, note the new location of the marked match. Let us assume it is number five. To determine the number moved the second time, count from Right to Left until you come to the marked match and subtract five.

DIME IN THE ORANGE



Sew a dime in the corner of a handkerchief. Place a little wax on the tip of a knife and press a duplicate dime on the wax. Lay the knife on the table, coin side down.

Place a third dime under the handkerchief and tell your friend to hold it, but he really holds the dime that is sewed inside the handkerchief. Take hold of one corner of the handkerchief, tell your friend to let go of the handkerchief and the dime has apparently disappeared.

Now pick up the knife and cut through an orange. As you draw the blade back, squeeze the orange and the coin will slide off the knife and stay in the orange. Open the orange and show the dime inside.

READING SEALED MESSAGES

Ten or twelve persons write a message on a piece of paper. The slips are now folded and placed in a hat.

Performer states he will read the messages. *Method:* Performer picks out a folded slip and before unfolding states that the message reads, "When am I going to have a baby?" He asks who wrote it. Nobody owns up to it. He says, "If you don't verify your messages we might as well stop. I'll try it once more." This message was a *Fake*. Nobody wrote it. But in order to check up to see if the message was correct, performer opens the slip to read it. Now he picks up a second slip and calls out the message that he read on the first slip. He opens this one up to check it. Now he is prepared to read the next one and so on until he has apparently read all the messages.

PRONOUNCE IT

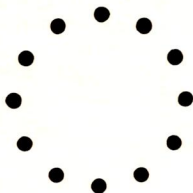
Ask a friend to pronounce F-O-L-K and he will say FOLK. Then tell him to pronounce the white of an egg and it's ten to one he will say YOLK. The white of an egg is the Albumen. The yellow is the yolk.

VANISHING PENCIL



Stick a small pin thru the eraser of a pencil at an angle. Hold the pencil at the eraser end, bring your hand up and then down. When the hand is down stick the pin into your trousers, when you bring the hand up again the pencil is gone.

IT LOOKS SO EASY



Make twelve dots on a piece of paper. Now take eleven pennies. Start at any dot, count six dots and let the penny rest on the sixth dot. The object is to place eleven pennies on eleven dots in this manner.

When a penny is resting on a dot you count it the same as a vacant dot, but you must *Start* each count from a vacant dot. *Solution:* Start at any dot, count six and place a penny on the sixth dot, but *Remember Where You Started*. Now start the second penny on a dot so that it comes to rest on the dot where you started the first penny. Start the third penny so that it comes to rest on the dot where you started the second penny, etc. In other words, you work backwards.

101 MAGIC TRICKS

anyone can do

Illustrated
TRICKS WITH

ROPE
DICE
COINS
CARDS
RINGS
PAPER
MATCHES
NUMBERS
PENCILS
CIGARETTES
HANDKERCHIEFS
PUZZLES • BRAIN-TWISTERS
GAGS • PARTY-GAMES

NO SKILL • NO SLEIGHT-OF-HAND